IN THE SPECIFICATION

Please amend the specification as follows:

The paragraph beginning at page 1, line 10 is amended as follows:

"GAMING MANAGEMENT SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT" – serial no. 10/788,661 filed February 26, 2004, <Attorney Docket 1842.021US1>,

The paragraph beginning at page 1, line 13 is amended as follows:

"GAME UPDATE SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT" – serial no. 10/788,902 filed February 26, 2004, <Attorney Docket 1842.022US1>, and

The paragraph beginning at page 1, line 15 is amended as follows:

"PROGRESSIVE SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT" – serial no. 10/789,957 filed February 26, 2004, <Attorney Docket 1842.023US1>; all of the above which are hereby incorporated by reference herein for all purposes.

The paragraph beginning at page 2, line 27 is amended as follows:

The Gaming Services Framework comprises a set of services, protocols, XML schemas, and methods for providing secure gaming system functionality in a distributed, network based architecture. It is intended to be a service-oriented framework for gaming and property management based upon internetworking technology and web services concepts. Specifically, it supports a loosely coupled architecture that consists of software components that semantically encapsulate discrete functionality (self contained and perform a single function or a related group of functions – the component describes its own inputs and outputs in a way that other software can determine what it does, how to invoke its functionality, and what result to expect). These components are distributed and programmatically accessible (called by and exchange data with

other software) over standard internetworking protocols (TCP/IP, ~~HHTP~~ HTTP, DNS, DHCP, etc.).

The paragraph beginning at page 6, line 15 is amended as follows:

FIG. 2 illustrates an example of a Gaming Service Network 210 comprising a ~~customer data center~~ Customer Corporate Data Center 218 and a customer property 216. The ~~data center~~ Customer Corporate Data Center 218 and customer property 216 are connected via a network 220. In some embodiments, network 220 is a public network such as the Internet. However, in alternative embodiments, private networks, including corporate intranets or extranets may be used to connect a ~~data center~~ Customer Corporate Data Center 218 with one or more properties 216.

The paragraph beginning at page 6, line 21 is amended as follows:

In some embodiments, the Customer Corporate Data Center 218 contains the bulk of the network servers supporting gaming properties owned by the corporation. Major elements of the gaming service network include Auth server 232, Gaming Management Server 236, and Progressive Server 238. In some embodiments, Auth Server [[32]] 232 provides authentication, authorization and content integrity for client devices attempting to interact with other servers and services in the architecture.

The paragraph beginning at page 6, line 27 is amended as follows:

In some embodiments, the Gaming Management Server [[36]] 236 includes the following services: Boot Service, Name Service, Time Service, Game Management Service, Game Update Service, Event Management Service, Accounting Service, and Discovery Service.

The paragraph beginning at page 7, line 1 is amended as follows:

In some embodiments, the Progressive Server [[38]] 238 hosts a value-add service that allows a gaming device to participate within a progressive gaming offering. Any value-add service can be added or substituted for this server/service. A progressive game offering is provided as an example. Other value-add services can be distributed on existing servers or reside

on a newly added server.

The paragraph beginning at page 7, line 6 is amended as follows:

The Customer Property [[16]] 216 contains gaming machines 10, which in some embodiments allow remote updates and configuration through a network interface on the gaming machine. In some embodiments, a Boot Server 234 contains a DHCP service that facilitates the distribution of IP addressing to the gaming machines 10. It should be noted that any device capable of supporting a wagering game could be substituted for gaming machine 10. For example, a personal or laptop computer executing a wagering game may participate in the gaming network using the services described below.

The paragraph beginning at page 7, line 16 is amended as follows:

As noted above, various services may be located throughout the Gaming Service network. In some embodiments of the invention, a set of core operational services may include one or more of the following services:

Boot Service	Provides dynamic IP addressing to devices upon boot (start-up). Typically supported by Dynamic Host Configuration Protocol (DHCP).
Discovery Service	Provides the address information of the server containing the service when prompted by the requestor as well as the service description, binding and location on the server.
Authentication Service	Contains the master Authentication Database. Authenticates the service user before allowing the use of services in the Gaming Services Framework.
Authorization Service	Contains the master Authorization Database. Authorizes the use of services in the Gaming Services Framework by a service requestor.
Gaming Management Service	Provides the ability to configure and monitor gaming devices and other services from a central location. Further details on gaming management services may be found in United States Patent Application serial no. 10/788,661 filed February 26, 2004 and entitled ""GAMING MANAGEMENT SERVICE IN A SERVICE-ORIENTED GAMING NETWORK

	ENVIRONMENT" which has been incorporated by reference above.
Name Service	Provides name resolution service to enable devices in a gaming network to refer to each other by name instead of IP Address. In some embodiments the name service is implemented using the Domain Naming System (DNS) protocol.
Time Service	Provides global synchronization of time in the gaming network. This may be implemented by running the Network Time Protocol (NTP) client software on gaming devices.

The paragraph beginning at page 8, line 15 is amended as follows:

In addition to or instead of the core services described above, some embodiments of the invention include one or more of the following services referred to as Basic Gaming Services:

Accounting Service	Provides logging of transaction records for billing and general tracking purposes.
Event Management Service	Logs events occurring at client and server devices.
Game Software Update Service	Provides dynamic distribution of new or updated game content to gaming devices. Further details on a game software update service may be found in United States Patent Application serial no. 10/788,902 filed February 26, 2004 and entitled "GAME UPDATE SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT" which has been incorporated by reference above.
Message Director Service	This service uses a software-configurable message routing application to facilitate the reliable exchange of data messages among multiple application processes within one or more gaming systems.
Content Integrity Service	This service provides the ability to verify the integrity of software components running in the gaming network. This includes the verification of software versions running on gaming devices, peripherals, services as well the detection of tampering or modification of the software.

The paragraph beginning at page 9, line 4 is amended as follows:

As noted above, a gaming service network may include Value Add Services. These services include participation services and player services. Examples of participation services that may be included in various embodiments of the invention include the following:

Progressive Service	Provides functionality for a gaming device to participate within a single progressive or multiple progressives. Further details on a progressive service may be found in United States Patent Application serial no. 10/789,957 filed February 26, 2004 and entitled "PROGRESSIVE SERVICE IN A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT" which has been incorporated by reference above.
Wide Area Disruption Progressive Service	This service takes over the processing of wide area progressives at each gaming site in the event that there is no connection with a central system or the connection with the central system is temporarily disabled.
Mobile Gaming Device GPS Service	This service processes the GPS location of gaming devices compared with coordinates of a gaming jurisdiction. Example: players can ride a bus and begin gambling on the bus when the bus crosses into the gaming jurisdiction.

The paragraph beginning at page 11, line 27 is amended as follows:

Discovery Agency 306 comprises a searchable set of service descriptions where service providers 304 publish their service description(s) 324 and service location(s) 326. The service discovery agency 306 can be centralized or distributed. A discovery agency 306 can support both patterns where service descriptions [[322]] 324 are sent to discovery agency 306 and patterns where the discovery agency 306 actively inspects public service providers 304 for service descriptions [[322]] 324. Service requestors 302 may find services and obtain binding information (in the service descriptions 324) during development for static binding, or during execution for dynamic binding. In some embodiments, for example in statically bound service requestors, the service discovery agent may be an optional role in the framework architecture, as

a service provider 304 can send the service description [[322]] 324 directly to service requestor 302. Likewise, service requestors 302 can obtain a service description 324 from other sources besides a discovery agency 306, such as a local file system, FTP site, URL, or WSDL document.

The paragraph beginning at page 14, line 17 is amended as follows:

Publish interaction 330 provides a mechanism for a service to be made accessible by other entities in the gaming network environment. In order to be accessible, a service needs to publish its description such that the requestor can subsequently find it. Where it is published can vary depending upon the requirements of the application. A service description [[322]] 324 can be published using a variety of mechanisms known in the art. The various mechanisms used by the varying embodiments of the invention provide different capabilities depending on how dynamic the application using the service is intended to be. The service description may be published to multiple service registries using several different mechanisms. The simplest case is a direct publish. A direct publish means the service provider sends the service description directly to the service requestor. In this case the service requestor may maintain a local copy of the service description [[322]] 324.

The paragraph beginning at page 17, line 7 is amended as follows:

After a service has been published 330 and discovered 332, the service may be invoked so that a service requestor and service provider may interact 334. In the interact operation 334, the service requestor invokes or initiates an interaction with the service at runtime using the binding details in the service description [[322]] 324 to locate, contact, and invoke the service. Examples of service interactions 334 include: single message one way, broadcast from requester to many services, a multi message conversation, or a business process. Any of these types of interactions can be synchronous or asynchronous requests.